1. (Cancelled)

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Previously Presented)   In a first network which can be linked to a second network, the first network including a plurality of network devices linked with one another and having an associated first address for unique identification in the first network, a method for generating a second address for each said device comprising:
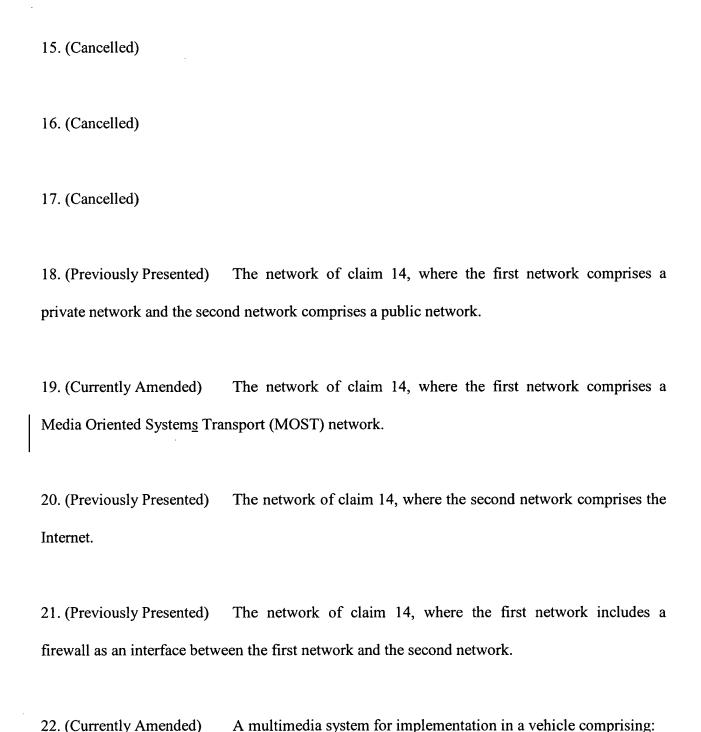
manipulating the first address of each device by mathematically summing a predetermined number and the first address to derive the second address which is the sum of the first address and the predetermined number, the second address uniquely identifying each such device in the second network, the second address being different than the first address.

8. (Cancelled)

9. (Cancelled)

10. (Previously Presented)   The method of claim 7, where the first network comprises a private network and the second network comprises a public network.

11. (Currently Amended)   The method of claim 7, where the first network comprises a Media Oriented Systems Transport (MOST) network.

12. (Previously Presented)   The method of claim 7, where the second network comprises the Internet.

13. (Previously Presented)   The method of claim 7, where the first network includes a firewall as an interface between the first network and the second network.

14. (Previously Presented)   In a first network that can be linked to a second network, the first network comprising communicably coupled network devices each having an associated first address that uniquely identifies each device in the first network,

where each device of the first network also has an associated second address that uniquely identifies each such device in the second network to which the first network is linked, where each second address is derived by mathematically summing a predetermined number to the corresponding first address of each device such that each second address is the sum of the first address and the predetermined number and that each second address is different than the corresponding first address.

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Previously Presented)   The network of claim 14, where the first network comprises a private network and the second network comprises a public network.

19. (Currently Amended)   The network of claim 14, where the first network comprises a Media Oriented Systems Transport (MOST) network.

20. (Previously Presented)   The network of claim 14, where the second network comprises the Internet.

21. (Previously Presented)   The network of claim 14, where the first network includes a firewall as an interface between the first network and the second network.

22. (Currently Amended)   A multimedia system for implementation in a vehicle comprising:

a plurality of multimedia devices communicably coupled through a communication link to form a private Media Oriented Systems Transport (MOST) network, where each of the plurality of multimedia devices has associated therewith a first address that uniquely identifies

each of the multimedia devices in the MOST network, and where each of the plurality of multimedia devices has associated therewith a second address that uniquely identifies each of the multimedia devices in a public network, where the second address is derived by mathematically summing a predetermined number to the corresponding first address such that each second address is the sum of the first address and the predetermined number and that each second address is different than the corresponding first address.

23. (Currently Amended)   The multimedia system of claim 22, further comprising:

a firewall residing on the ~~Media Oriented System Transport~~ MOST network for linking the MOST network to the public network.

24. (Cancelled)

25. (Previously Presented)   The multimedia system of claim 22, where the public network comprises the Internet.